

FIG. 2

	VIRTUAL MACHINE OBJECT	30 0
302	POINTER TO NEXT VIRTUAL MACHINE OBJECT	
304	VIRTUAL IP ADDRESS	
306	POINTER TO A PORT OBJECT	
308	POINTER TO LINK OBJECT	
310	STATE	
312	BACKUP	
314	BIND ID	
315	REPLICATE FLAG	
316	CONNECTION COUNTER	

FIG. 3A

	PHYSICAL MACHINE OBJECT	,
320	POINTER TO NEXT PHYSICAL MACHINE OBJECT	
321	PHYSICAL IP ADDRESS	
322	STATE	
324	NUMBER OF DITCHED CONNECTIONS	
326	CONNECTION FAILURE THRESHOLD	
328	POINTER TO BACKUP	
330	PORT VARIABLE	
332	CONNECTION COUNTER	

FIG. 3B

	CONNECTION OBJECT	340
341 🤇	POINTER TO NEXT CONNECTION OBJECT	$\overline{}$
342	FOREIGN IP ADDRESS	
344	FOREIGN PORT NUMBER	
346 🔍	VIRTUAL IP ADDRESS	
348	VIRTUAL PORT NUMBER	
350 _	PHYSICAL IP ADDRESS	
352	PHYSICAL PORT NUMBER	
353	NUMBER OF RESENDS	
354	POINTER TO BUDDY CONNECTION OBJECT	
356	PHYSICAL MACHINE COUNT	
358	VIRTUAL MACHINE COUNT	
360	DELETED	
362	TIMER	
\mathcal{A}	STATE FLAG	

FIG. 3C

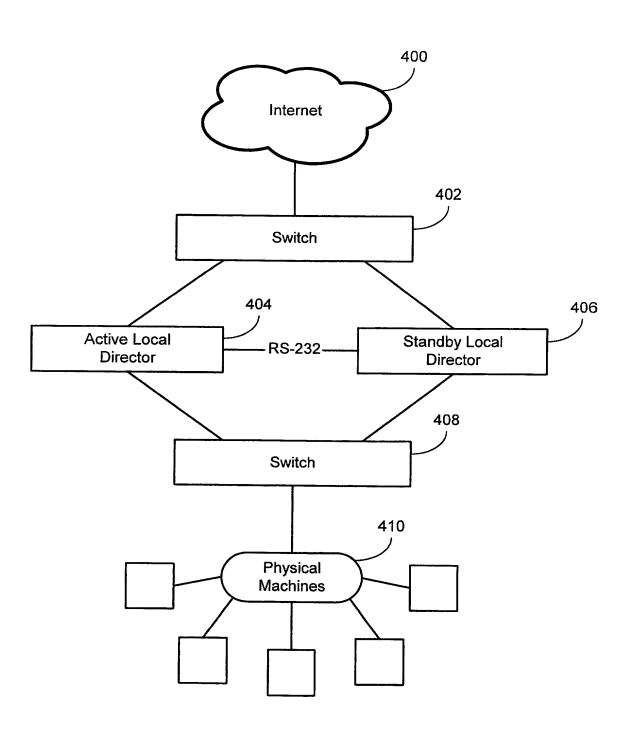


FIG. 4

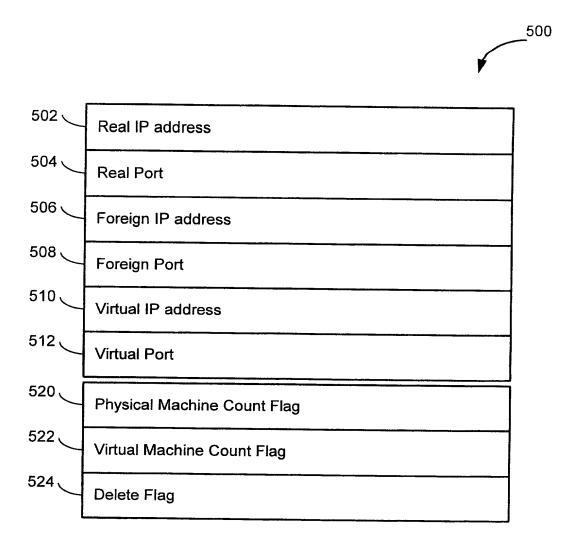
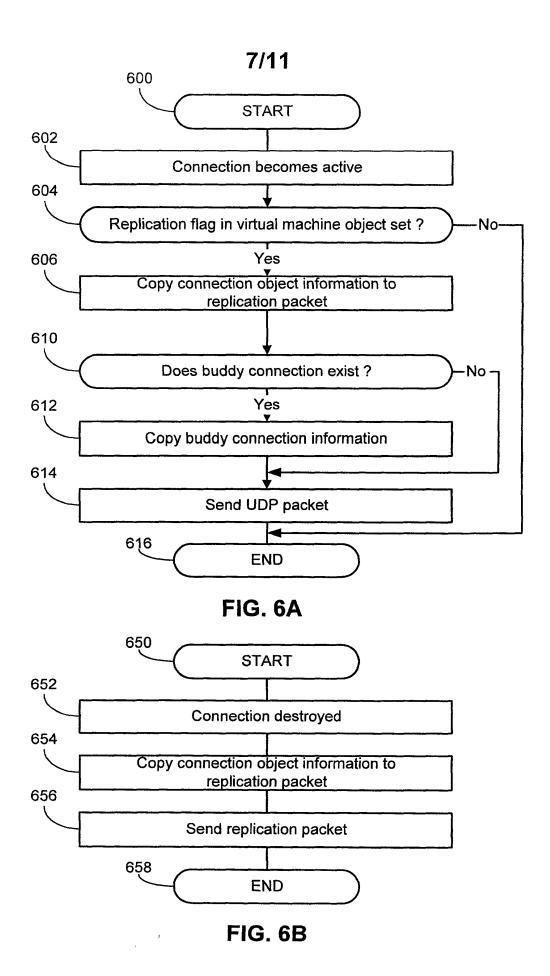


FIG. 5



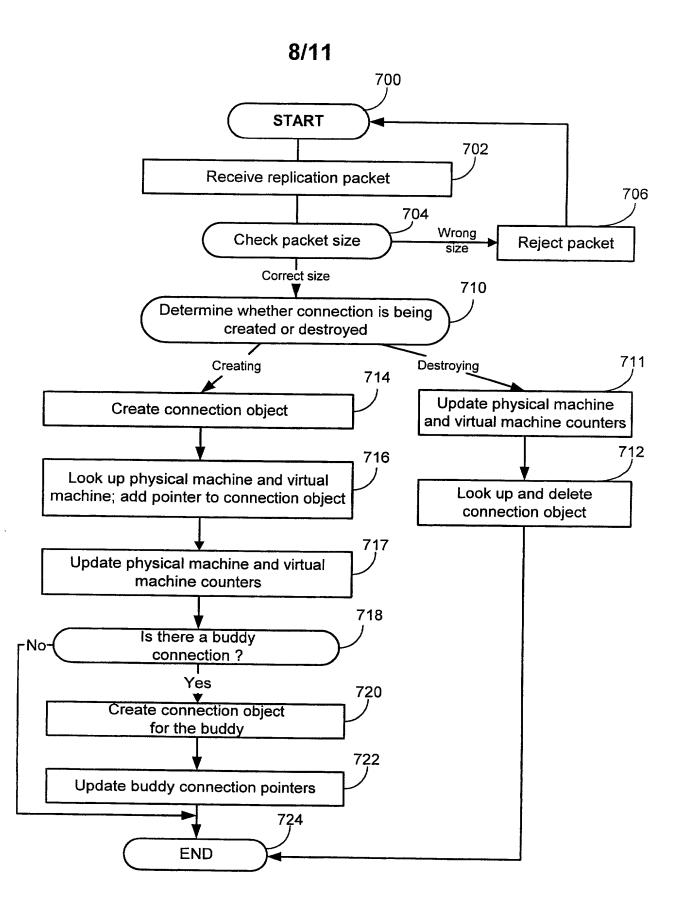


FIG. 7

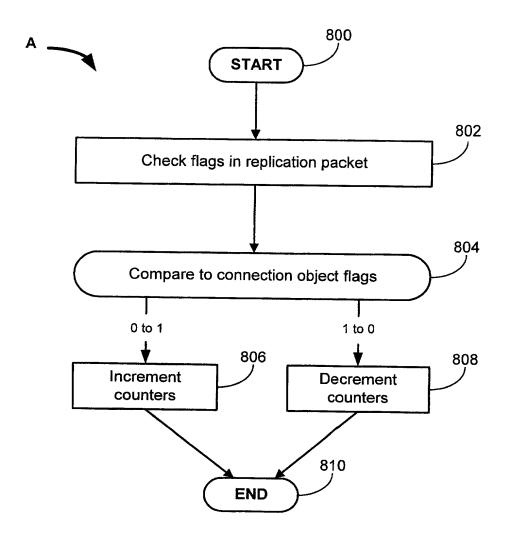


FIG. 8

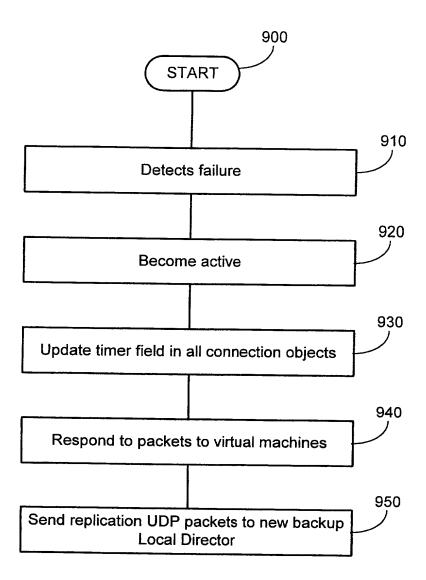


FIG. 9

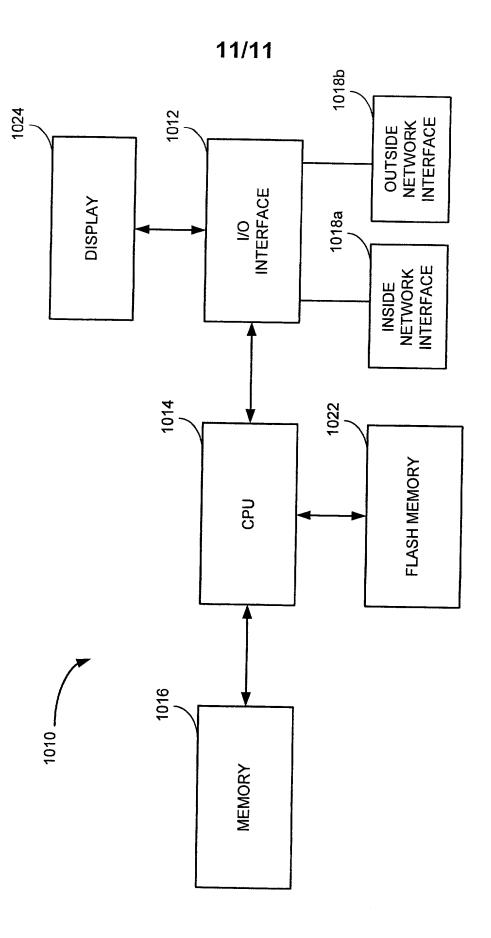


FIG. 10